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Halo 3 Storyboards

A Picture's Worth a Thousand Frames



A storyboard looks a little bit like a comic book. But upon closer inspection you'll see that a storyboard tells its tale in part by giving us very specific instructions. Sometimes those instructions are quite direct, such as where a camera should start and how the camera should move. Other panels might simply ask the viewer for a leap of imagination. Imagine that a sunset is eclipsed by an explosion, or imagine that the heroine's tears are melting her eyes. But the picture in this case is worth a thousand frames. And in either case, a storyboard is a step-by-step guide to writing and filming the story you want to tell.

We use the expression *cinéma vérité*, but that's not exactly what we do here at Bungie when we make our cinematics. The techniques, the camera angles, the methods of framing are all plucked straight from Hollywood of course, but we have other layers

of game-specific stuff we apply. So we mix media—from live-action gameplay, to CGI, to straightforward video, to these strange little comics we call storyboards.

The comic book appearance isn't just coincidence. The first folks to use storyboarding (in its modern form) as a complete production technique were Disney Pictures, with a 1933 short called *Three Little Pigs*. Of course, they didn't exactly *invent* it. Directors and cinematographers have been making sketches, often series of sketches, since motion pictures began—but Disney institutionalized these walls of images as a normal part of business.

Lee Wilson, who created all these sketches with the collaboration of the Cinematics team, is a longtime Hollywood professional who's worked with everyone from Luc Besson to Renny Harlin. He brings a wealth of experience probably unmatched in video games, at least, but he brings something else too. He brings with him a passion for video games and for *Halo* that makes him a natural addition to the business of interactive cinematics.

Like any business, storyboarding has developed its own techniques and jargon. There are certain standards adhered to and conventions followed. But you don't need to know what those are to see how important the storyboard is.

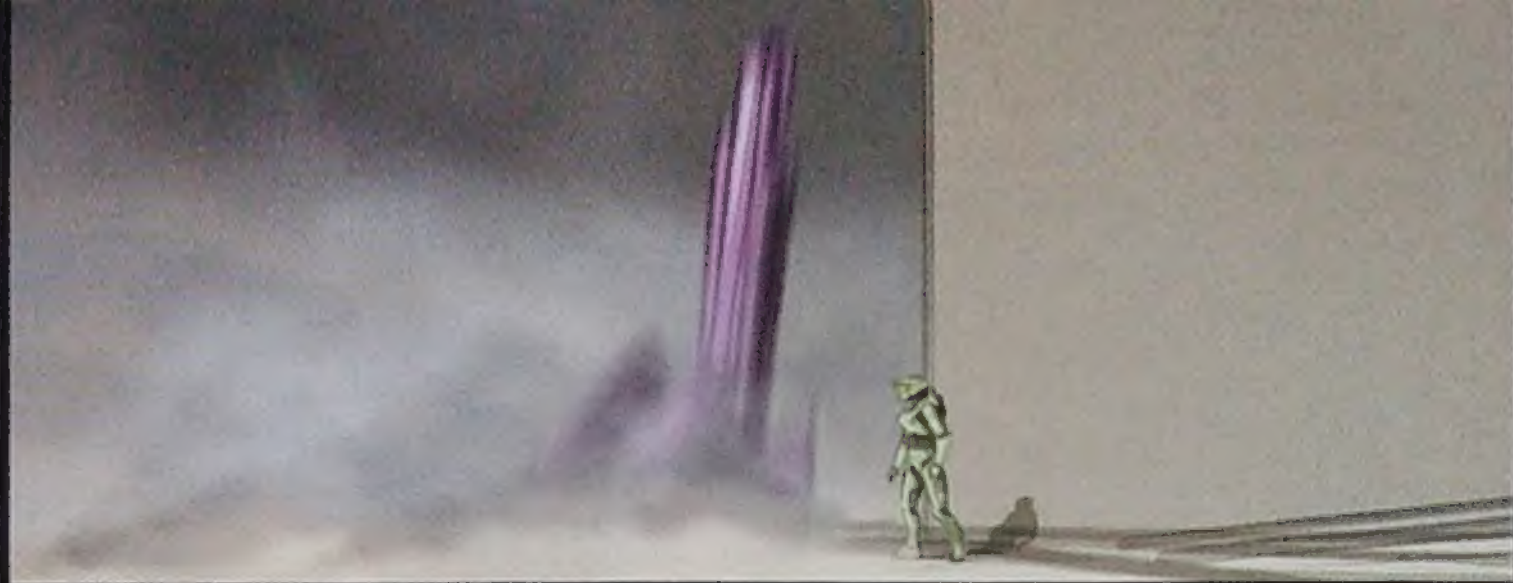
Simply leaf through this piece and enjoy the art for art's sake but, if you have a moment and some inclination, make sure you watch the in-game cinematics and compare and contrast the original vision with the end result. That, more than anything else, will show you how and why storyboards work, and why they're the only way to plan and build these moments. Enjoy.

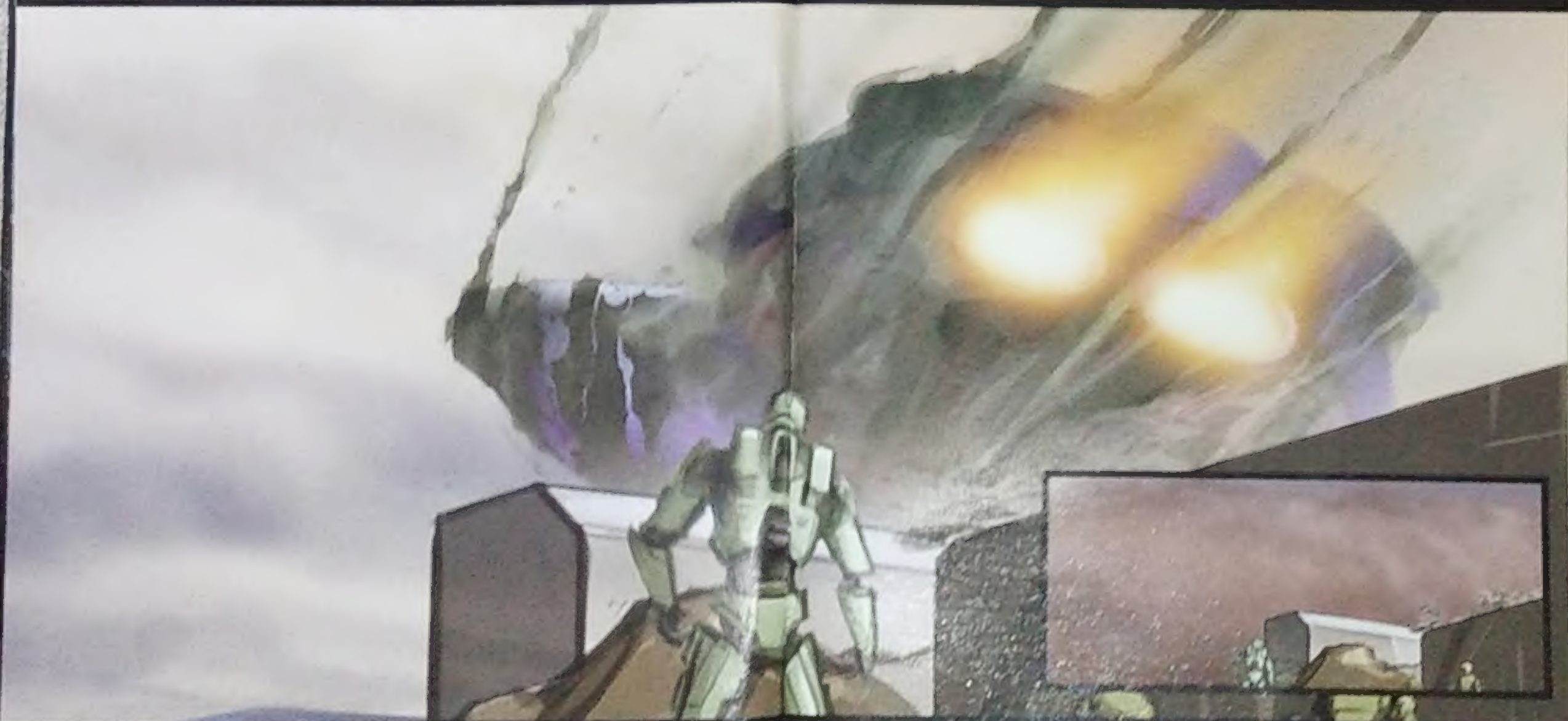
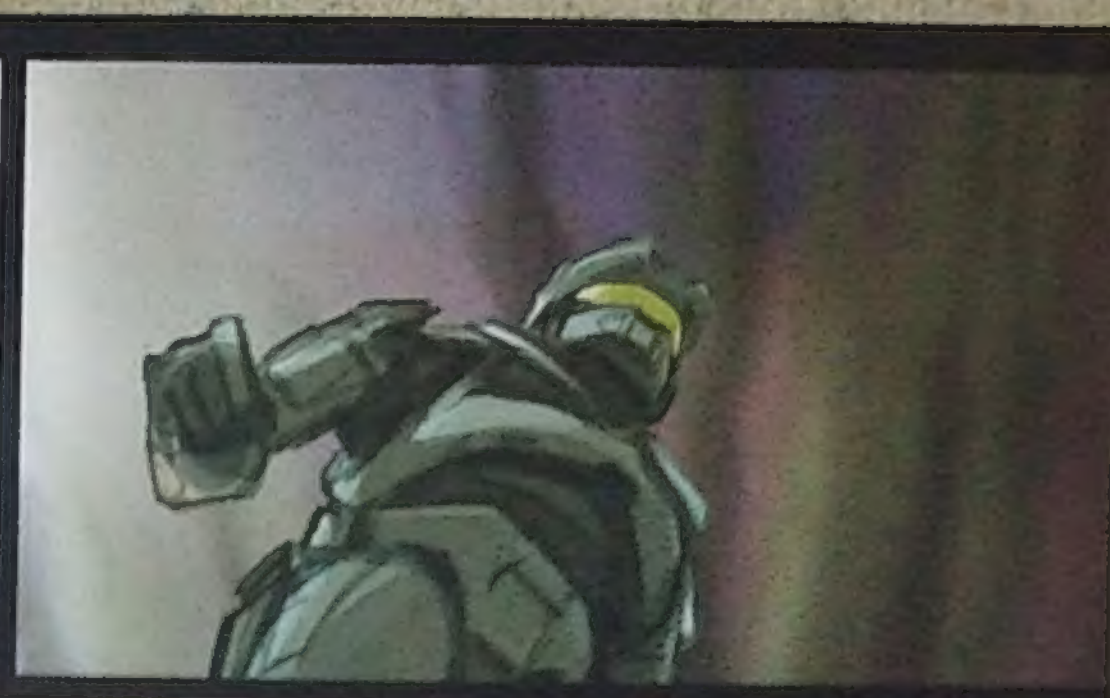
CAUTION: Spoilers ahead.





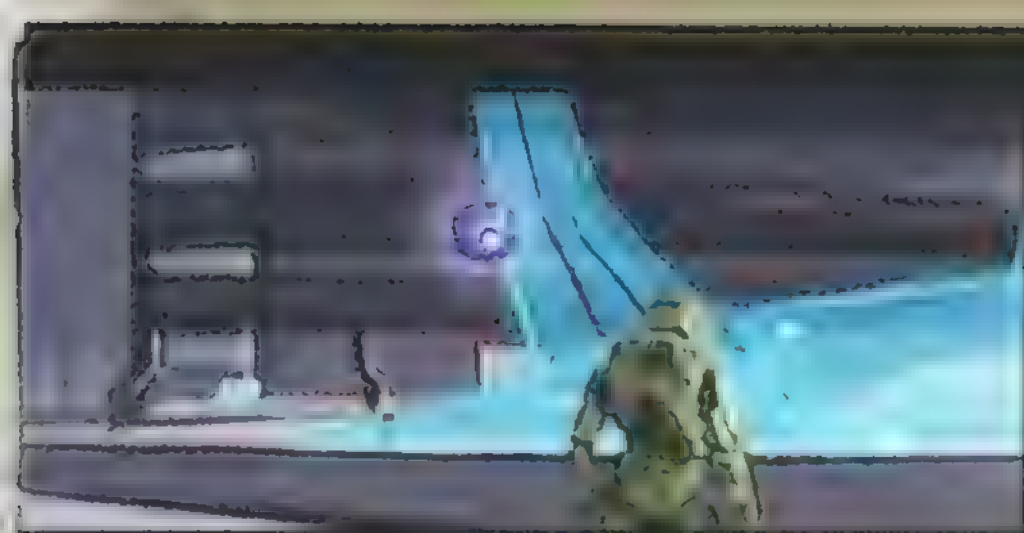




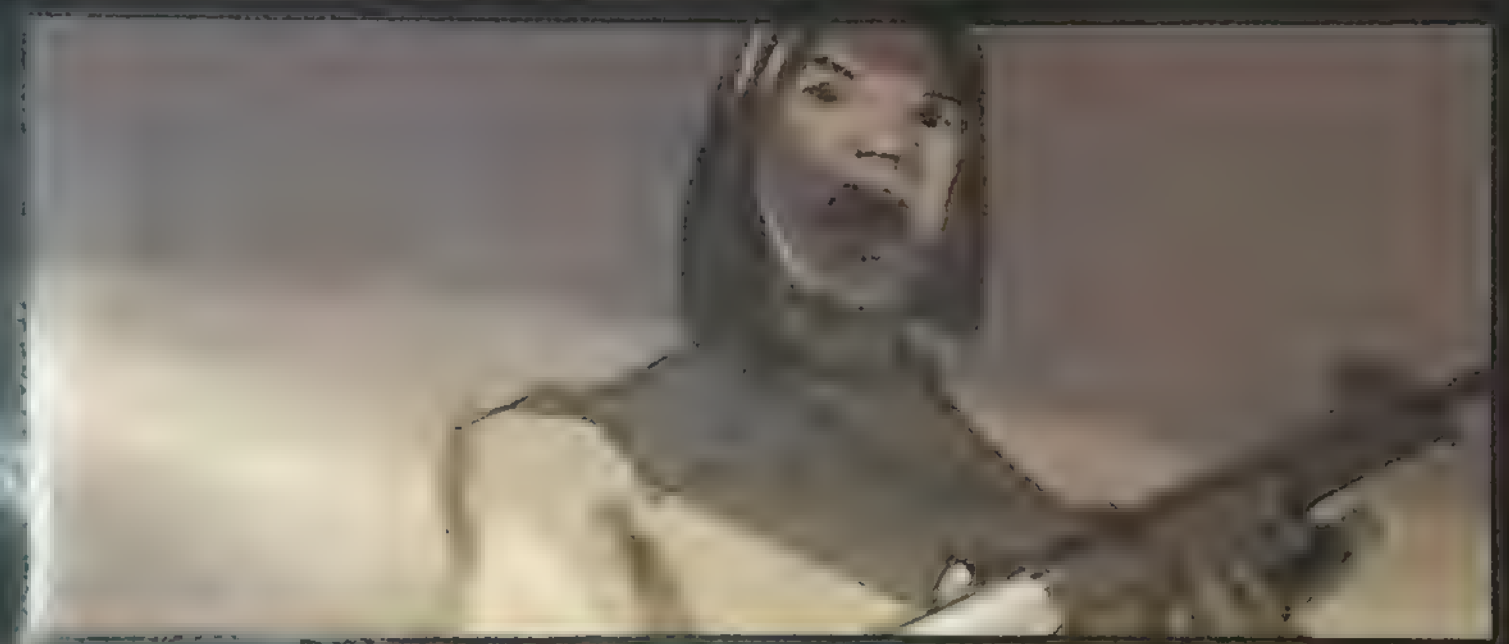






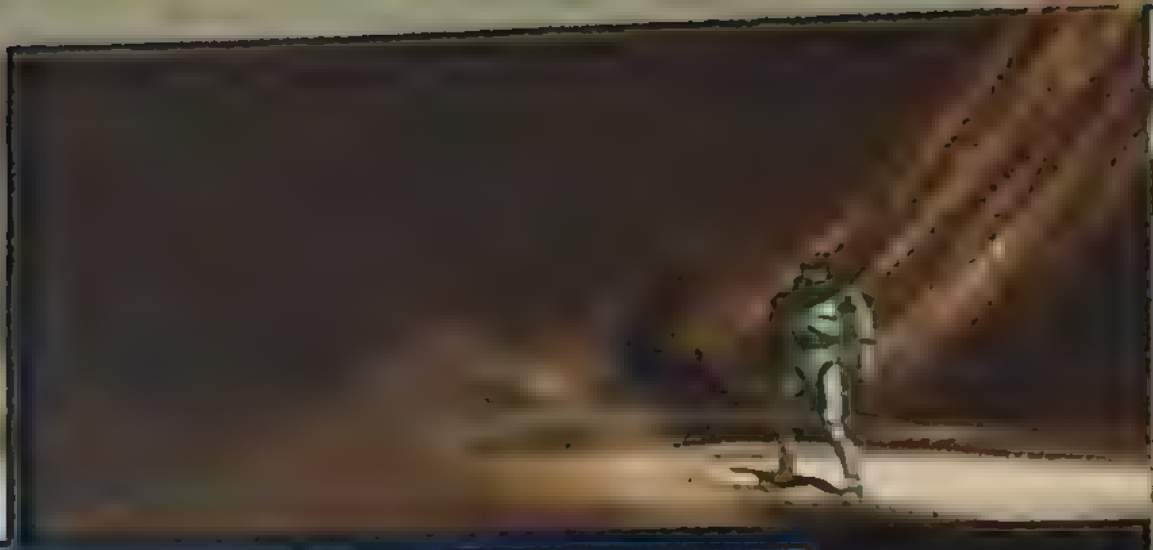
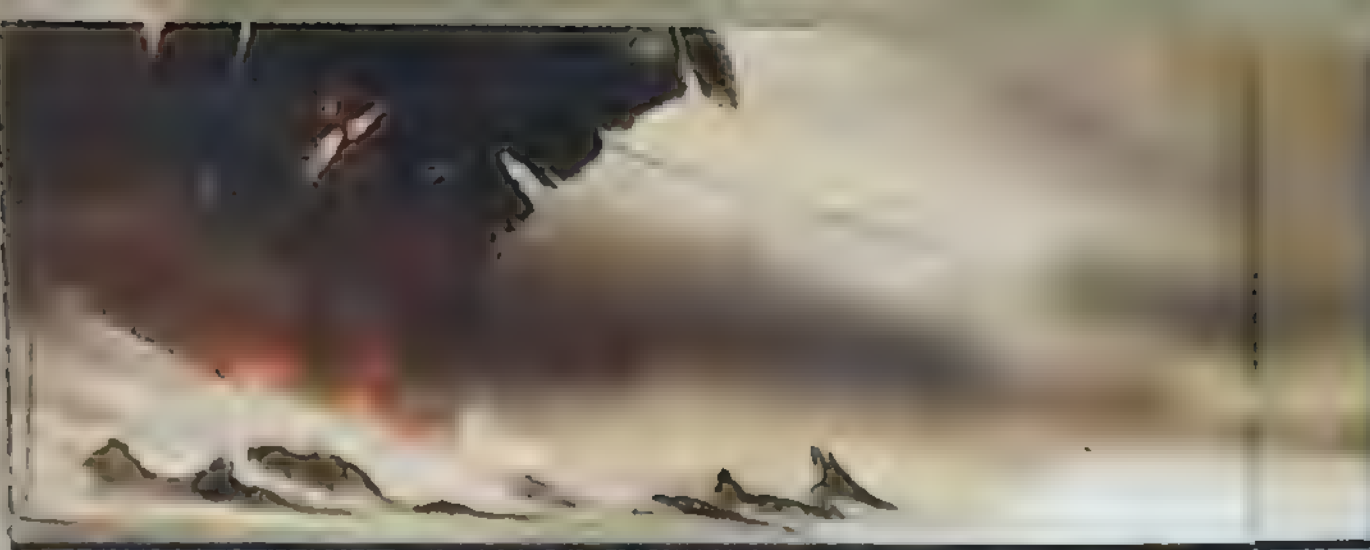




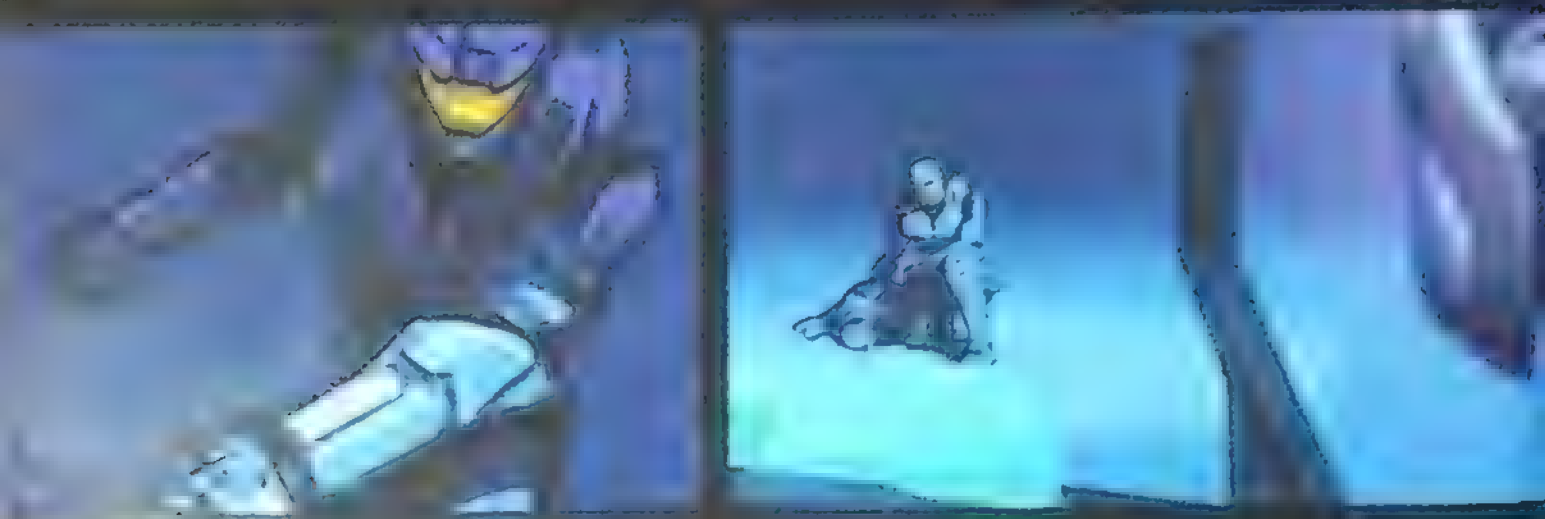








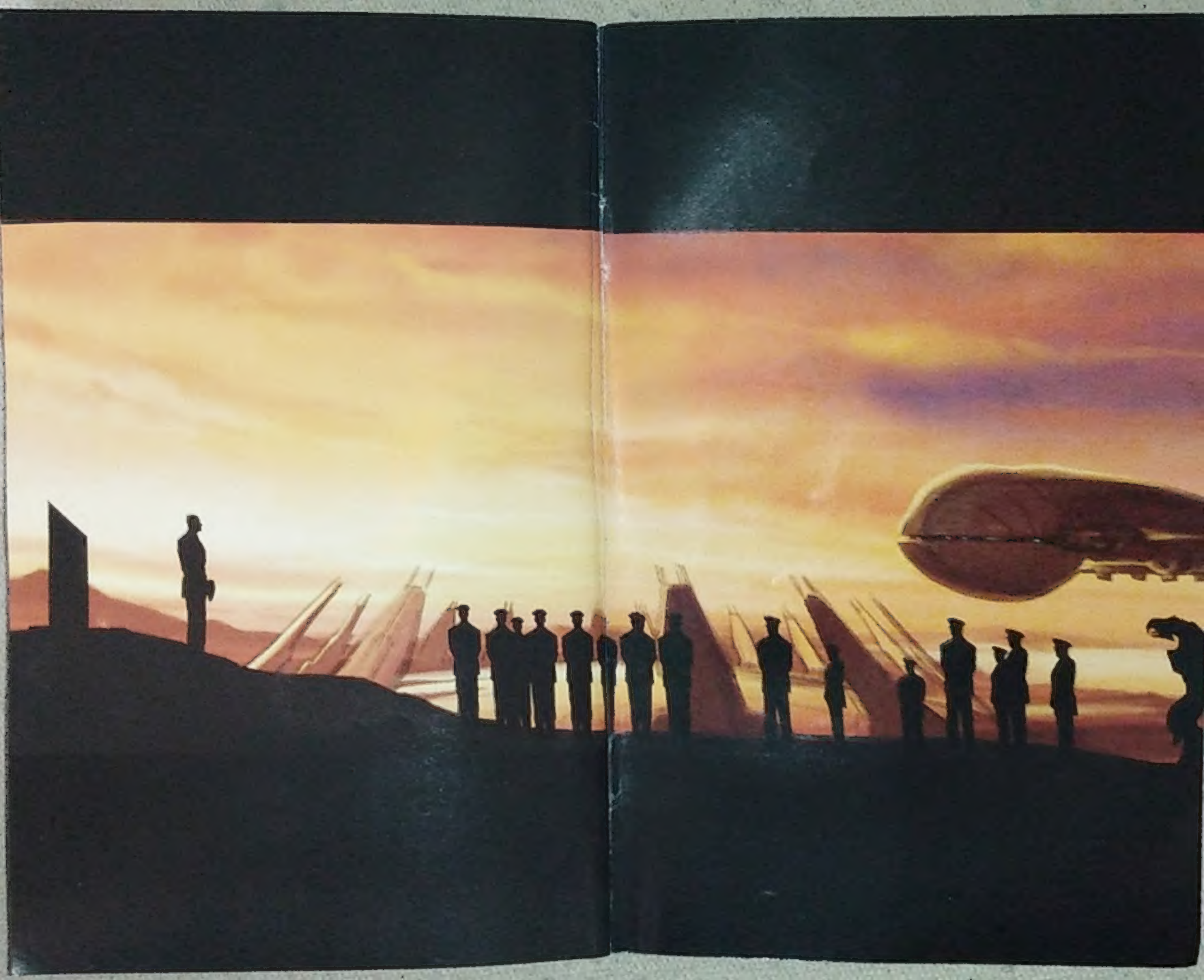












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